

...are in parentheses, we don't want this sort of thing to get out."

"What? Sub, do you accept this mission?"

"No... but I'm not an officer, Sir."

"Oh, don't worry about that, as from today you are promoted to Sergeant Fourth class... and if that's your only objection you can prepare to leave right now. As it's a top secret operation you'll have to use the old teleport network which has been closed since the war began. Good! Luck Sergeant 200!"

YOUR MISSION

Your mission is simple, make your way to the Planet Sub 12, about the great equator of Sub and return to Sub 1. In order to travel undisturbed you must use the Sub Teleport Network which is no longer used due to the continuing Sub Wars.

Each planet has three teleport units which are in orbit, a side or an above the planet surface. To reach them you must negotiate a series of floating platforms which can be moved left or right under your control. Each of the three units will transport you to a different planet within the Sub system. It is advisable to make a map of the teleport network.

Each planet is protected by its own fleet of security vessels. Some of these are relatively harmless and will merely attempt to push you off the platforms. Others, however, are hostile - these should be approached with extreme care. It is rumored that before the war, at least one of the planets had performed a subatomic "BOMB BOMB". If you encounter anything which looks remotely "BOMBOM" then avoid it at all costs. The effects of activating such a device could be disastrous. The experienced Sub Line master

NOTE

You've not getting any! Sub is a game of discovery. We've told you how to control it and that is quite enough. The programmers wanted it sent out with their power to instructions, so think yourself lucky that you get this manual!

(Oh by the way, watch out for parasites! They have a database library of zero, some good, some great, some very on order blood to use.

CONTROLS

Keyboard controls are adaptable and several joystick types are catered for, follow the on screen instructions.

KEY	FUNCTION
THE BUTTON	PLATFORM 1
2	JUMP
DOWN	CRACKDOWN CONTROL PLATFORM
LEFT	WALK LEFT MOVE PLATFORM
RIGHT	WALK RIGHT MOVE PLATFORM
THE STARTS THE GAME.	

To move a platform smooth and push in the direction you wish to go.

PLAYER BITS

Position how you've moved seen it 100 frames of animation
How attributes. Five skills levels. More other types that you'll believe
Movement instructions speed

DURING INSTRUCTIONS

ANNOUNCING GO : GOFT-RUN-STOP